
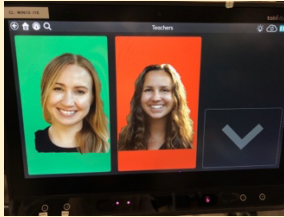






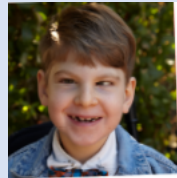



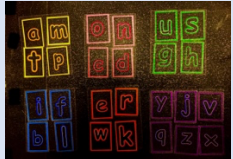




# CVI/AAC Schedule

Name:		Date:		
Activity	Student Goal (what is the function)	AAC Tools, Strategies and Accommodations	CVI Accommodation (from The CVI Range Assessment)	Other (mobility, Tactile, Auditory, AT)
Morning Meeting: 	<ol style="list-style-type: none"> <li>Greet</li> <li>Choose a person</li> <li>Participate and take turns</li> </ol>	<ul style="list-style-type: none"> <li>-does a high five</li> <li>- Use her eye gaze</li> <li>SGD choose a person</li> <li>-Use her eye gaze</li> <li>SGD to pick a song for the activity</li> </ul>	<ul style="list-style-type: none"> <li>-present 2 simplified photos on backlit SGD with black background</li> <li>-give 15 second wait time</li> <li>-reduce movement and sound in the environment</li> <li>-cue with gesture (point to the location on SGD)</li> </ul> 	Positioned in upright walker
Language Arts: 	<ol style="list-style-type: none"> <li>Listen to the story presented on a computer</li> <li>Make choices using objects</li> <li>Participate and take turns in a routine</li> </ol>	<ul style="list-style-type: none"> <li>-adapt the story (add a repeated line)</li> <li>select target vocabulary and represent with object</li> <li>-on a mid-tech SGD provide a set of messages to direct partners, comment (ex :turn the page, read it again, the end)</li> </ul>	<ul style="list-style-type: none"> <li>-reduce complexity of image on story by using backlit displays and simplified images</li> <li>-use familiar objects with 2-3 colors</li> <li>-teach salient features of objects related to story</li> <li>-reduce movement and sound in the environment</li> </ul> 	-provide quiet wait time for exploration of object
Bathroom: 	Direct a partner Look/touch object (chuck) representing <ol style="list-style-type: none"> <li>Bathroom</li> </ol>	Reach out and touches chuck when presented by teacher	Bathroom: Chuck 	In wheelchair or upright walker

<p>Snack:</p> 	<ol style="list-style-type: none"> <li>1. Directs partners</li> <li>2. Make requests</li> <li>3. Initiate and end the activity</li> <li>4. Affirm and reject choices</li> </ol>	<p>Set-up: All words list -&gt; food and drink --&gt; meal time actions</p> <p>Navigate to all words list and say "Let's get to your meal time actions page" give him a couple of seconds and let him get there independently.</p> <p>Provide relevant vocabulary (family helped choose: I'm hungry, I'm thirsty, yummy, I'm all done, something else and food choices).</p>	<p>-Provide wait time for response</p> <p>-visually show option and allow him time to touch and reference</p> <p>-# of icons over 12,:</p> <ul style="list-style-type: none"> <li>• reduce complexity of images and background</li> <li>• Use consistent language to teach salient features.</li> <li>• Model use</li> <li>• provide opportunity for frequent repetition</li> </ul> 	<p>remove bamboo elbow splint</p>
<p>Letter Block:</p> 	<ol style="list-style-type: none"> <li>1. Identify: short l, short a, s, m, t, c, f, p, n,</li> <li>2. Sight words: I, she, go, I, my, you, look, see, can, the, we, dad, mom</li> <li>3. Reading sight words, reading 2-3 word sentences</li> </ol>	<p>All words list -&gt; sight words</p> <p>Adapted keyboard</p> <p>SGD interfaced with computer (acts as letter keyboard display)</p> <p>Choose vocabulary that follow curriculum and support his language</p>	 <p>Use saturated color, bubble writing, limit array 9-12 items. Use color cues (yellow, people words) Use consistent language to teach salient features.</p>  <p>Alternate color when presenting items in sequence.</p>  <p>Use color saturated reduced complexity alphabet board to increase his tolerance viewing letters.</p>  <p>Model use of full alphabet board</p>	<p>-put on right hand blue benik splint</p> <p>-put on left bamboo elbow splint</p> <p>-put on chest pad</p>